

## 7/8U

### Rules / Clarifications

- Rosters: Needed for player check-in prior to the game
- Ball Size: Three (3)
- Number of players: four (4) players per side; NO goalkeepers (include all players in the action and move them forward as play moves down the field).
- Substitutions: Any stoppage with referee permission; please try to keep the players on the sideline until the referee waves them on.
- Players' Equipment: Shin guards; socks covering shin guards; shoes; no jewelry
- Duration of the Match: Four (4) ten (10) minute quarters. Short breaks (2 min.) between quarters and five minutes at half time. Coaches can request shorter quarters.
- Playing time: All players play 50% of the total playing time
- Kick-off: Goal cannot be scored on the kick-off at 7/8U.
- Fouls and Misconduct: All fouls will result in an indirect free kick. Referee (if able) will explain infringements to the players. No cards shown at this age. If a goal is scored on a free kick, it may be counted in the spirit of the game.
- Headers and Slide Tackles: Not allowed.
- Start / Restart: During a free kick, players must be at least four (4) yards from the ball until it is in play; ten (10) feet from the ball during a throw-in.
- Throw-ins: both feet on or behind the touch-line, hands behind head. Allowed one re-try.
- Goal Kicks: opposing team moves to mid-field to allow the attacking team the opportunity to possess the ball.
- Rain-Out Number: 712.890.5290
- Reschedules: Please use the reschedule form on the Recreational Page at [cbsoccerclub.org](http://cbsoccerclub.org).

**Please let me know if you have questions or want more information on any rules. I am at the fields about 90% of the time and am happy to clarify rules and take constructive feedback for referees.**

**Joyce Bartels, Recreation Director**

[league@cbsoccerclub.org](mailto:league@cbsoccerclub.org)

**712-309-5503**

## 9/10U

### Rules / Clarifications

- Rosters: Needed for player check-in prior to the game.
- Ball Size: Four (4)
- Number of players: Seven (7) players per side; must have a goalkeeper. Must have five (5) to start or continue a match.
- Goalkeeper: drop-kicks and punts are not allowed; Indirect Free Kick at the spot of the infringement. When Goalkeeper makes a save, he/she may quickly play the ball or can wait until the opposing team is behind the build-out line. If played quickly, the ball is in play. If the goalkeeper puts the ball on the ground, it is considered in play.
- Substitutions: Any stoppage with referee permission; please have players at mid-field and wait until the referee waves them on.
- Players' Equipment: Shin guards; socks covering shin guards; shoes; no jewelry.
- Duration of the Match: Two (2) 25-minute halves. Five-minute half time.
- Playing time: All players play 50% of the total playing time.
- Kick-off: Ball can be kicked in any direction.
- Offside: Between build-out line and the goal line. No player can be offside between the center line and the build-out line.
- Fouls and Misconduct: LOTG.
- Headers: Not allowed. If intentional header, Indirect Free Kick from spot of contact.
- Slide Tackles: Not allowed if other players are in the area. Indirect Free Kick if no contact. Direct Free Kick if contact is made.
- Start / Restart: During a free kick, opponents must be at least 6-8 yards from the ball until it is in play; two (2) yards from the ball during a throw-in. If the kick is from the penalty area, opposing players must be behind the build-out line.
- Throw-ins: both feet on or behind the touch-line, hands behind head.
- Goal Kicks: opposing team must retreat to the build-out line until the ball is in play. If the ball is put into play before the players are behind the line, the ball is considered in play.
- Rain-Out Number: 712.890.5290
- Reschedules: Please use the reschedule form on the Recreational Page at [cbsoccerclub.org](http://cbsoccerclub.org).

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## 11/12U

### Rules / Clarifications

- Rosters: Needed for player check-in prior to the game.
- Ball Size: Four (4)
- Number of players: Nine (9) players per side; must have a goalkeeper. Must have 6 to start or continue a match.
- Substitutions: Any stoppage with referee permission; please have players at mid-field and wait until the referee waves them on.
- Players' Equipment: Shin guards; socks covering shin guards; shoes; no jewelry.
- Duration of the Match: Two (2) 30-minute halves. Five-minute half time.
- Playing time: All players play 50% of the total playing time.
- Kick-off: Ball can be kicked in any direction.
- Offside: LOTG
- Fouls and Misconduct: LOTG
- Headers: Not allowed at 11U. If intentional, Indirect Free Kick from spot of contact. If either team is 11U, headers are not allowed. If both teams are 12U and playing in an 11/12 bracket, please notify the referee as headers can be allowed.
- Start / Restart: During a free kick, opponents must be at least 8-10 yards from the ball until it is in play; two (2) yards from the ball during a throw-in. If the kick is from the penalty area, opposing players must be outside the penalty area.
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## 13/15U

### Rules / Clarifications

- Rosters: Needed for player check-in prior to the game.
- Ball Size: Five (5)
- Number of players: Eleven (11) players per side; must have a goalkeeper. Must have 7 to start or continue a match.
- Substitutions: Any stoppage with referee permission.
- Players' Equipment: Shin guards; socks covering shin guards; shoes; no jewelry.
- Duration of the Match: Two (2) 35-minute halves. Five-minute half time.
- Playing time: All players play 50% of the total playing time.
- Kick-off: Ball can be kicked in any direction.
- Offside: LOTG
- Fouls and Misconduct: LOTG
- Start / Restart: During a free kick, opponents must be at least ten (10) yards from the ball until it is in play; two (2) yards from the ball during a throw-in. If the kick is from the penalty area, opposing players must be outside the penalty area.  
NOTE: Opponents are required to move 10 yards away from the ball; the attacking team does not have to ASK for 10 yards. Failure to respect the required distance may result in a yellow card.
- Rain-Out Number: 712.890.5290
- Reschedules: Please use the reschedule form on the on the Recreational Page at [cbsoccerclub.org](http://cbsoccerclub.org).

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## **Law Changes – Fall 2019**

### **Team Officials (Laws 5 & 12)**

A team official guilty of misconduct will be shown a YC (caution) or RC (sending off); if the offender cannot be identified, the senior coach who is in the technical area at the time will receive the YC/RC

### **Kick-off (Law 8)**

The team that wins the toss can now choose to take the kick-off or which goal to attack (previously they only had the choice of which goal to attack)

### **Dropped ball (Laws 8&9)**

- If play is stopped inside the penalty area, the ball will be dropped for the goalkeeper
- If play is stopped outside the penalty area, the ball will be dropped for one player of the team that last touched the ball at the point of the last touch
- In all cases, all the other players (of both teams) must be at least 4m (4.5yds) away
- If the ball touches the referee (or another match official) and goes into the goal, team possession changes or a promising attack starts, a dropped ball is awarded

### **Hand Ball (Law 12)**

Deliberate handball remains an offence

The following 'handball' situations, even if accidental, will be a free kick:

- The ball goes into the goal after touching an attacking player's hand/arm
- a player gains control/possession of the ball after it has touched their hand/arm and then scores, or creates a goal-scoring opportunity
- the ball touches a player's hand/arm which has made their body unnaturally bigger
- the ball touches a player's hand/arm when it is above their shoulder (unless the player has deliberately played the ball which then touches their hand/arm)

### **Free Kicks (Law 13)**

When there is a 'wall' of three or more defenders, the attackers are not allowed within 1m (1 yd) of the wall; an attacker less than 1m (1yd) from the 'wall' when the kick is taken will be penalized with an indirect free kick

When the defending team takes a free kick in their own penalty area, the ball is in play once the kick is taken; it does not have to leave the penalty area before it can be played.

### **Penalty Kick (Law 14)**

- The team's penalty taker can have (quick) treatment/assessment and then take the kick
- The goalkeeper must not be touching the goalposts/crossbar/nets; they must not be moving
- The goalkeeper must have at least part of one foot on/in line with the goal line when the kick is taken; cannot stand behind the line

### **Goal Kick (Law 16)**

The ball is in play once the kick is taken; it can be played before leaving the penalty area